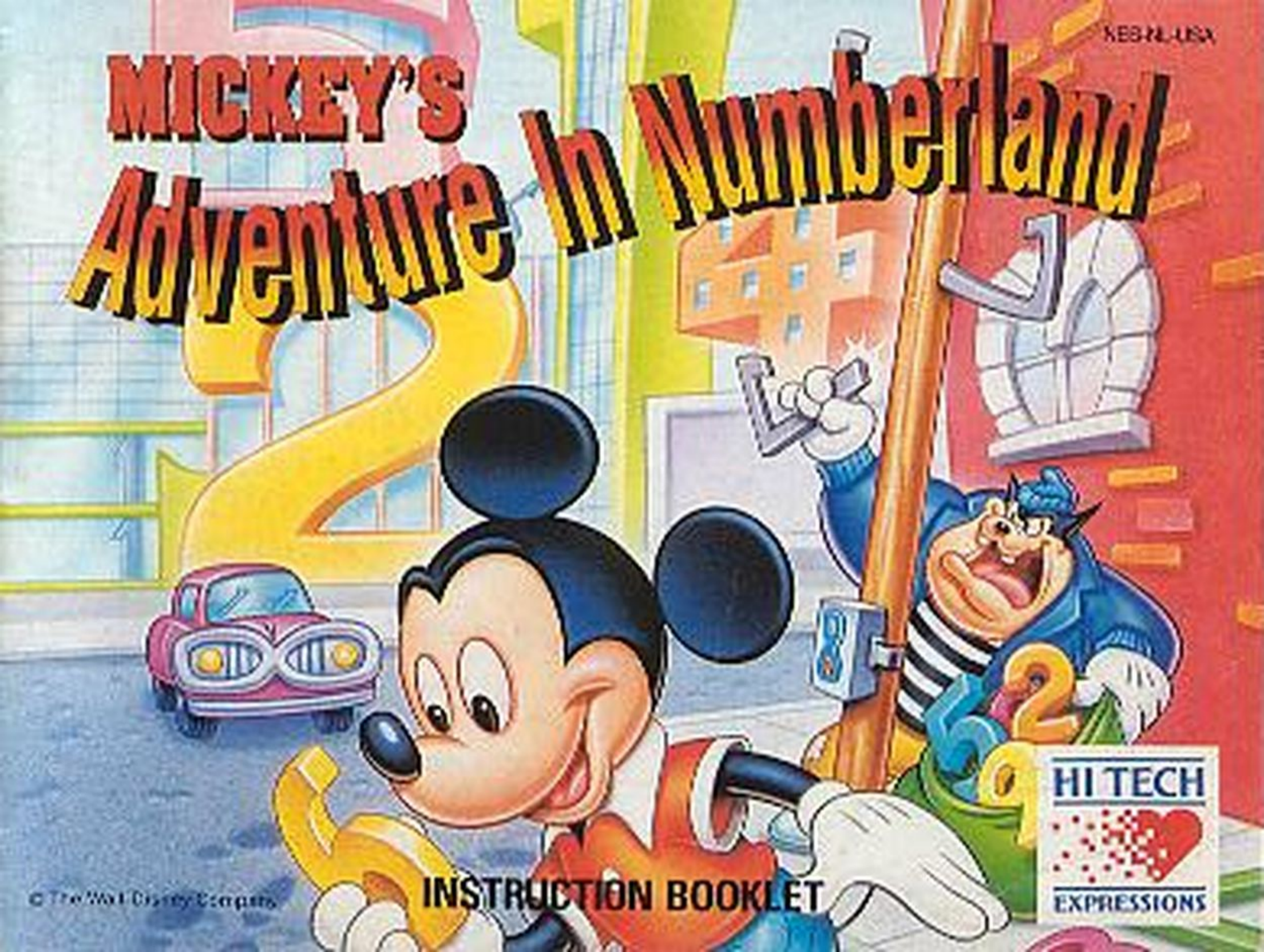
MICKEY'S Adventure in Numberland



INSTRUCTION BOOKLET

HI TECH EXPRESSIONS

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Thank you for purchasing ***Mickey's Adventure in Numberland***. Be sure to read this entire booklet for an explanation of the game and helpful tips on having more fun with numbers.

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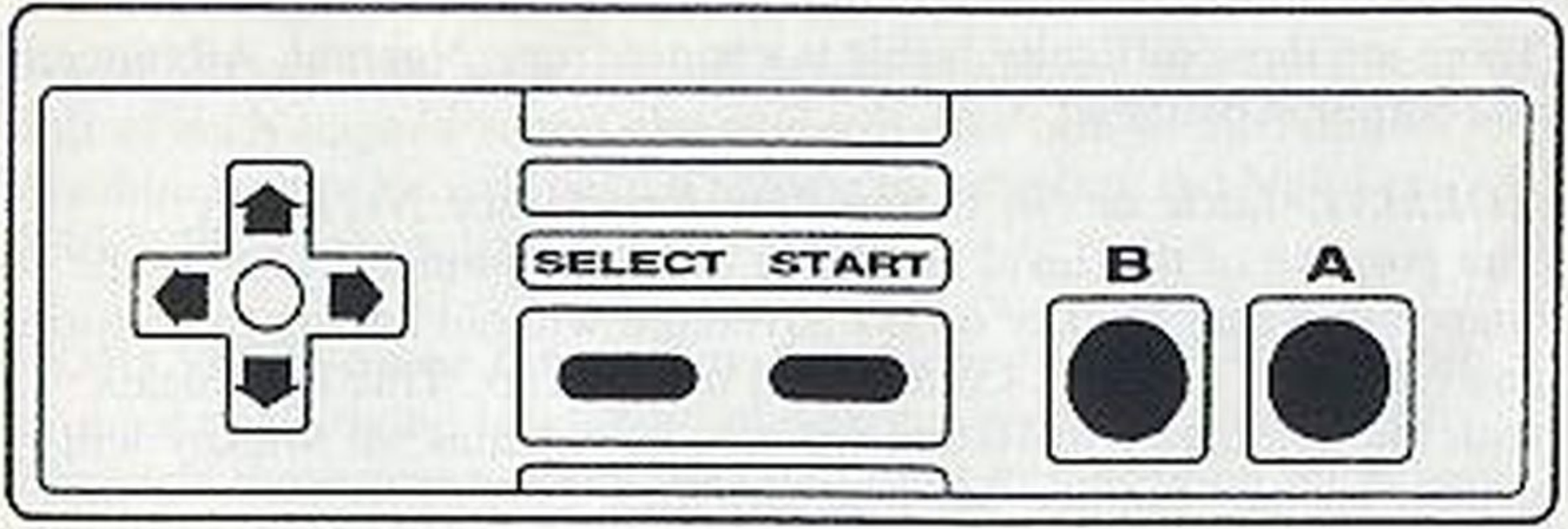
Big Bad Pete is at it again! He's made off with the number molds that Numberland needs to make all the numbers! But have no fear—it's Mickey Mouse to the rescue! With a little luck—and lots of help from you—he'll find the number molds and return them to the Mayor before Pete has a chance to escape!

QUICK START

1. Make sure your Nintendo Entertainment System® is off.
2. Insert the Game Pak into your Nintendo Entertainment System.
3. Turn on the power. The title and introductory screens will appear. Press any button on your Control Pad to quickly move through this sequence, pick a difficulty level and begin the game. If you do not press a button, the game will automatically cycle between the title screen and excerpts from the various locations in the game.



- Use the CONTROL PAD to move Mickey left or right.
- Press the A BUTTON to make Mickey jump. The longer the button is held down, the higher and longer the jump will be.
- Press the B BUTTON to make Mickey blow bubbles in Advanced and Super Advanced modes.
- To pause the game at any time, press START. To resume the game, press START again.
- Press SELECT to exit a stage at any time and return to the Map.

There are three difficulty levels to choose from: **Normal**, **Advanced** and **Super Advanced**.

NORMAL–Little or No Game Play Experience Necessary
The purpose of this level is to give even the youngest players the chance to watch Mickey on his adventure without having to perform any relatively complex Control Pad movements. This level deals with the numbers 1 to 10 and features no enemies, so Mickey will neither sustain damage nor lose any tries.

To play the game, all your child has to do is use the Control Pad to maneuver Mickey through his world. Mickey will automatically collect the "magic number" for that world when he reaches it. Mickey may trip or stumble over obstacles, but he never loses a turn. Additionally, the maps in this mode are less complex than those in the Advanced and Super Advanced modes, making it easier for a younger child to find magic numbers and the Phone Booth Mickey uses to exit a stage.

When Mickey finally reaches the Phone Booth waiting for him at the end of each stage, a secret elevator will take him to the Number Machine where he will have a chance to recapture the Number Molds Pete has stolen.

ADVANCED–Some Game Play Experience Would Be Helpful
A more challenging level, here players have greater control over Mickey's movements-which they will need to make him jump over oncoming obstacles and enemies. Players will also be able to collect Bubble Gum throughout each level–and blow Bubbles to stop their enemies. The maps of the stages in this level are larger and may have "secret" areas in them where a magic number may be hidden. Again, in Advanced mode, Mickey never loses a turn, so a child will be able to explore as much as he or she wants without having to worry about running out of time or tries.

SUPER ADVANCED–The Ultimate Adventure
Featuring traditional video game action of greater appeal to older kids, players at this level will lose energy every time they run into an obstacle, enemy or non-matching number–and can lose a turn if too much damage is sustained. Also, the speed of all timed puzzles at this level is increased. Mickey is always given the opportunity to continue, however, so that game progress will never be lost.

THE MAP

The Map is how your child and Mickey get around Numberland. There are 5 different locations to explore: The City, the Number Factory, the Space Research Center, Number City Museum and Big Bad Pete's Hideout. Pete's Hideout remains closed off until the player first retrieves the Number Molds from the other four locations.

Each site has two stages. To select a location to search, use the Control Pad to move Mickey from location to location. If you wish to search a selected location, press **START** or the **A BUTTON**.

PLAYING THE GAME

Search for the Number Mold

The main objective for the players is to find the Phone Booth which takes Mickey to the Number Machine where Pete has stashed the Number Molds–as well as to find and collect the magic number which is placed somewhere in each stage. This number will be revealed to the player at the beginning of each stage.

If at any time, the player loses interest in a particular stage or has trouble with a certain obstacle, he/she can press Select to return to the Map and choose a new location to explore.

Collect Gum and Blow Bubbles

In the Advanced and Super Advanced levels, players may earn additional points by picking up Bubble Gum as they search for the magic number. Once a player has at least one piece of gum in his/her inventory, he/she can blow a bubble which will eliminate any obstacle or enemy it hits.

Look for Magic Number Boxes

In each level, Mickey may come across magic number boxes. In the Normal mode, the box will display the magic number for that level. If Mickey jumps on top of the box, it will turn into a star which Mickey may collect by touching it. At the more challenging skill levels, the magic box will cycle through the numbers 1-10. If Mickey jumps on the box when it is displaying the magic number for that level, the box will turn into a star as above. If Mickey jumps on it when it is displaying a number which is not the magic number for that level, the

box will disappear without producing a star. Stars are tallied at the end of each stage in the scoring screen. At higher levels, the box will also be moving, so that Mickey will have to chase it down in order to jump on it and possibly collect a star.

Find the Phone Booth

Each stage is successfully completed when players find the Phone Booth waiting for them at the end of that stage. When Mickey enters the Phone Booth, it will close and a secret elevator will take him to the Number Machine where Pete has stashed the Number Molds.

A Status Area appears on-screen throughout play. It will help players remember what the magic number is for that stage. At the Advanced and Super Advanced levels, the Status Area will also display how many pieces of Bubble Gum are in the player's inventory. Only at the Super Advanced level will the Status Area show the player's energy supply, which indicates how many "hits" Mickey can take before he gets dizzy.

SCORE SCREENS

After each stage is completed, a score screen will appear, enabling players to view their score as it is being added up. Mickey will say aloud the number of stars collected and the number of bubble gum pieces remaining.

There are five different locations in ***Mickey's Adventure in Numberland***, each with two different stages of play and each filled with a variety of obstacles and hazards. The key to fun for each stage is exploration–the more your child explores, the more funny surprises and bonus opportunities he/she will discover!

The City

This playful metropolitan environment starts Mickey out on the street and challenges players to help him make it through a maze of skyscrapers–all while keeping a sharp eye out for numbers that match the Number Mold given at the start of each stage! Look out for ringing telephones, swooping pigeons and running dogs.

The Number Factory
This is where Numberland makes all its numbers–that is, once the missing Number Molds are found! Be prepared for the ride of your life as you take a trip on conveyor belts, hidden chutes and other machinery. Play it safe and watch out for falling sprockets and wrenches coming out of the great malfunctioning machines.

The Space Research Center
Here, gravity is the key–or, to be precise, the lack of gravity. The first stage is an adventure through the center itself, featuring curious robots, lonely space plants and beakers of dangerous chemicals. Once the player moves into the anti-gravity planetarium, things really get wild, as Mickey will move and jump as if he were as light as air!

Number City Museum
It's a blast through the past filled with strange statues and famous numbers throughout history. Watch out for falling paintings and statues. And, remember, floors are slippery when wet!

Big Bad Pete's Hideout
Filled with secret rooms and hidden surprises, this location is open only to those players who have successfully completed both stages of each of the other four locations. Here, trap doors, falling crates and bouncing flour sacks are just some of the mysterious things to be wary of.

At the end of each level, Mickey will be taken via Phone Booth to the mysterious Number Machines which hold the Number Molds that Pete has stolen. Mickey must find the combination which will make the machine give up the missing mold. Pete has, however, provided a clue. In order for him to remember the combination himself, Pete has disguised each combination as an answer to a simple number problem. Mickey will be challenged with number grouping, simple addition and subtraction, and number ordering. Mickey must select the correct answers with the Control Pad and press the **A BUTTON** to confirm his choice. In Normal mode, Mickey will be given as many chances as he needs to answer the problem. In Super Advanced mode, Mickey will be sent back to the beginning of that level if he guesses incorrectly.

Once both stages of a particular location have been completed, the player will not be able to return to that site during that game. When all the locations have been completed and all the Number Molds returned, the game ends and Mickey receives special thanks from the grateful Mayor and citizens of Numberland!

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